element Cheat Sheet

EXPLANATION OF NOTATION

Bold	Browser menus
[Brackets]	Facepanel buttons
{Braces}	Softkeys and direct selects
<Angle brackets>	Optional keys
[Next] & [Last]	Keys to be pressed & held simultaneously

DISPLAY FUNCTIONS

Press **[Expand]** to increase channels across both monitors
Hold **[Swap]** to switch the channel and cue list displays
Press **[Format]** for summary or table view
Hold **[Format]** & use **[wheel]** to size channel icons

NOTE: *Moving light functions require a mouse or touchscreen*

PATCH A DIMMER:

Press [Patch]

[5] [At] [1] [Enter] – selects address 5 and patches it to channel 1.

Press [Format] to switch to patch by channel

[1] [At] [5] [Enter] – selects channel 1 and patches address 5 to it.

[1] [Thru] [24] [At] [1] [Enter] - patches channels 1 throu 24 to addresses 1 thru 24, sequentially.

PATCH A MOVING LIGHT:

[2] [Enter] {Type} {Menu} {ETC} {Revolution IM/RWM} [At] [1] [1] [Enter] - patches an ETC Revolution fixture to channel 2, starting at address 11.

Use **[Next]** to get next available channel

SETTING CHANNELS AT LEVELS

In [Live]

[1] [+] [3] [At] [5] [Enter] - sets level of 50%. Use [0][5] for 5%

[1] [thru] [5] [-] [4] [Full] [Enter] - excludes channel 4

[1] [thru] [8] [At] [+] [3] [Enter] - adds three "points" (30) to existing intensities

[2] [+] [5] [Enter] [level wheel]

[1] [Out] - takes channel 1 to zero.

[1] [thru] [4] [Out] - takes all channels to zero.

[Sneak] [Enter] - restores all channels with manual values to their background or home state

CHANNEL CHECK

[**1] [at] [7] [0] {Channel Check} [Enter]** - brings channel 1 to 70% intensity.

Press [Next] … [Next] … [Next] …

RECORDING A CUE

[Record] <Cue> [n] [Enter]

[Record] <Cue> [Next] [Enter]

Changing a cue's timing

[Record] <Cue> [n] [Time] [x] [Enter] - record cue n and sets up & down time. This sets all timing in the cue to x.

[Record] <Cue> [n] [Time] [x] [Time] [y] [Enter] - specifies split up/down times

[Cue] [n] [Time] [y] [Enter] - sets timing for cue n to y.

Multiple instructions on one command line:

[Record] [n] [Label] NAME **[Enter]**

[Record] <Cue> [1] [Time] [3][Time][4] [Label] joe enters **[Enter].**

Deleting a cue

[Delete] <Cue> [n] [Enter].

Press **[Enter]** again to confirm.

Using Go To Cue

[Go To Cue] [0] [Enter] - sets all intensity values to zero for the selected cue list

[Go To Cue] [Out] [Enter] - resets all parameters to their default state and resets all cue lists active on faders to the top of their cue list.

[Go To Cue] [5] [Enter]

[Go To Cue] [Next] or **[Last] [Enter]**

Corporate Headquarters ■ 3031 Pleasant View Road, P.O. Box 620979, Middleton, Wisconsin 53562-0979 USA ■ Tel +608 831 4116 ■ Fax +608 836 1736
London, UK ■ Unit 26-28, Victoria Industrial Estate, Victoria Road, London W3 6UU, UK ■ Tel +44 (0)20 8896 1000 ■ Fax +44 (0)20 8896 2000
Rome, IT ■ Via Ennio Quirino Visconti, 11, 00193 Rome, Italy ■ Tel +39 (06) 32 111 683 ■ Fax +44 (0) 20 8752 8486
Holzkirchen, DE ■ Ohmstrasse 3, 83607 Holzkirchen, Germany ■ Tel +49 (80 24) 47 00-0 ■ Fax +49 (80 24) 47 00-3 00
Hong Kong ■ Rm 1801, 18/F, Tower I Phase 1 Enterprise Square, 9 Sheung Yuet Road, Kowloon Bay, Kowloon, Hong Kong ■ Tel +852 2799 1220 ■ Fax +852 2799 9325
Service: (Americas) service@etcconnect.com ■ (UK) service@etceurope.com ■ (DE) techserv-hoki@etcetcconnect.com.com ■ (Asia) service@etcasia.com
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SUBMASTERS

[Sub] [Sub] - opens the Sub List

Recording to a submaster

[Record] [Sub] [5] [Enter] - records the current stage state to sub 5.

Alternatively, press **[Record]** followed by the desired submaster's bump button

Adding Times to a sub

[Sub] [5] [Time] [5] [Time] [20] [Time] [5] [Enter]- sets up fade of 5, dwell (wait) time of 20 and a down time of 5

Clearing a submaster

[Delete] [Sub] [5] [Enter] [Enter] - deletes the contents of sub 5

GROUPS *– no longer store intensity information*

[1] [thru] [8] [Record] [Group] [5] [Enter] - records selection to group 5

[Group] [5] [Enter] - selects group 5.

[Group] [Group] - opens the Group List

PALETTES

Palettes are referenced data. Four palette types: Intensity, Focus, Color, and Beam.

[ML Control] - opens virtual multi-parameter display. Make changes per channel using your mouse (or with a touchscreen, your finger or stylus)

[Record] {Focus} [1] [Enter] - stores all focus values for any channels that have non-default focus parameters to FP 1.

[Record] {Color} [3] [Enter] - stores all color values to color palette 3.

[Group 5] {Beam} [5] [Enter] - sets the channels in group 5 to Beam Palette 5.

SAVING A SHOW

Press [Browser]

To save the show you are working on, **File> Save>** and press **[Select].**

To create a new show file, **File> New>** and press **[Select].**

To save an existing show to a different location or with a different name, **File> Save As>** and press **[Select].**

EFFECTS (CHASES)

Using Preprogrammed Effects

[1] [Thru] [10] [Effect] [915] [Enter] - This will have channels 1 – 10 ramp intensity up and down…

Creating a step Effect

[Effect] [Effect] opens the Effects List

[1] [Enter] creates a new effect number

<Type> {Step-based} assigns the effect as a step effect

{Step} [1] [Thru] [6] [Enter] defines the number of steps

[Page►] or right arrow over to the Channel column

[1] [thru] [1] [2] [Enter] specifies the channels

Use **[Page►]** to access "Step time". Enter the desired step time: **[1]**

[Page►] to the In Time column and enter a dwell time: **[1]**

[Page►] to the Dwell Time column and enter a dwell time: **[1]**

[Page►] to the Decay Time column. Enter a decay time**: [.] [2] [5]**

[Page►] to the On State column and enter the percentage**: [1] [0] [0]**

[Page►] to the Off State column and enter the percentage**: [5]**

Adjust any of the details from the CIA by selecting or clicking on the appropriate detail button in the properties display and making changes